

have to promise certain collateral will be available should, for some reason, the bank go bad. And we have a list of what those will be. So we've indicated, in 725, that these bonds must be for the safekeeping of state funds deposited with the bank, and they include bonds or obligations that are mortgage-backed obligations, bonds and obligations of sewer districts, bonds and obligations of another state or political subdivision. A sidelight is that there is a special change for the primary class city that allows for bonds given by depository financial institutions to be approved by the city attorney for form and legality, and that in lieu of a bond a depository financial institution may deposit a pledge as security with the city treasurer. And among such pledges, pledged securities rather, would be mortgage-backed securities of the Federal Home Loan Mortgage Corporation, or the Federal National Mortgage Association. Every idea in this amendment has had a public hearing. Every idea has been advanced by the Banking Committee unanimously, and I would ask for the adoption of the Fisher-Landis amendment to LB 384.

SPEAKER WITHEM: Thank you, Senator Landis. Any discussion on the Landis amendment? Seeing none, Senator Landis, do you have a closing? Closing is waived. Question is the adoption of the Landis amendment. All in favor vote aye, opposed vote nay. Record, Mr. Clerk.

CLERK: 27 ayes, 0 nays, Mr. President, on the adoption of Senator Landis and Fisher's amendment.

SPEAKER WITHEM: The amendment is adopted. Anything further on the bill?

CLERK: Nothing further on the bill, Mr. President.

SPEAKER WITHEM: The question then is the...Senator Landis, did you move to advance your bill?

SENATOR LANDIS: I move to advance 384 to E & R for engrossing.

SPEAKER WITHEM: You've heard the motion. All in favor vote aye, opposed vote nay. All in favor vote aye. Opposed vote nay. Need to get that timing down a little better. The bill is advanced. LB 614.

CLERK: Mr. President, 614, no E & R, Senator Maurstad, but I do